



# Master of Orion: The Board Game



2-4



12+



45-60 min

## Key Selling Points

Earned the Seal of Excellence from The Dice Tower, the highly regarded YouTube channel and audio podcast about board games

Designed by Ekaterina Gorn and Igor Sklyuev

Adapted art style from the 2016 reimagining of the video game

One of the most buzzed about games prior to and during this year's Essen Spiel board game trade fair

Players choose from several races (Humans and various alien races)



ART NOT FINAL

## Contents Summary

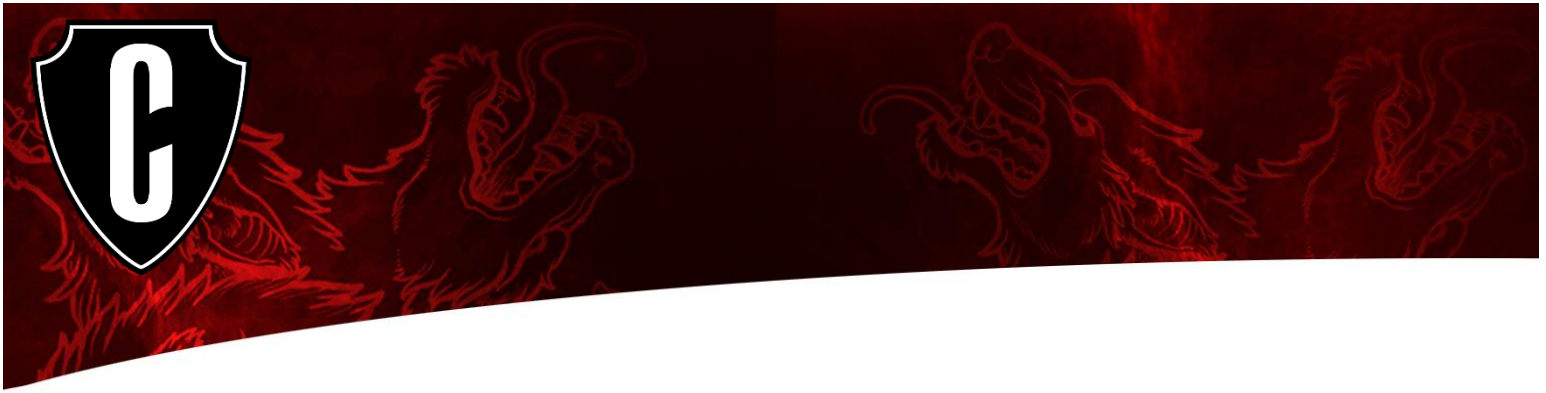
- 90 Structure Cards
- 8 Advisor Cards
- 6 Civilization Boards
- 60 Wooden Cubes
- 16 Tokens
- Scoring Board
- Rulebook

In **Master of Orion: The Board Game**, each player begins with a board that has four tracks: Food, Fleet, Production, and Loyalty. The starting numbers on these tracks depend on the race a player chooses, with choices including fan favorites the Darloks, Psilons, and Humans. Each round, players gain resources and a number of actions, as determined by their boards. Players spend their action cubes each turn to manage their resources (Food, Fleet, Productions) and build systems. Since this is a tableau-building game, players use the cards in the deck to build up to four systems, each comprised of a maximum of five cards that represent various Structures, Ships, and Planets. Victory Points are gained by playing cards, creating matched sets, attacking opponents, and having certain resources and cards at the end of the game.

The game's end is triggered in one of three ways: when a player has 0 Loyalty, a player has five cards in each of their four systems, or eight rounds of play have been completed. There are different paths to victory as players can focus on military means—training spies and attacking alien planets—or the path of creation—controlling the weather and constructing space fleets. The winner is the player with the most Victory Points, who is deemed the leader of the most developed civilization and therefore appointed as the Emperor at the Galactic Council.

Release Date:  
April 2017

**CRYPTOZOIC**<sup>™</sup>  
ENTERTAINMENT





### Marketing Support

- Gameplay Demos at Upcoming conventions prior to launch, including BGG.CON and GAMA
- Work with WG Labs to advertise via the latest *Master of Orion* video game, including in-game messaging and news on the video game's website
- Leverage existing Master of Orion fan base communities, such as <https://www.reddit.com/r/masteroforion/>
- Online and print media advertising on consumer and retail trade sites including boardgamegeek.com
- Promotion on social media sites, including Facebook and Twitter, and sneak peeks on the Cryptozoic Blog
- Contests and/or giveaways held on social media
- Videos to discuss box contents, how to set up the game, and how to play the game
- Press release to industry media
- Game reviews and press coverage across major hobby, comic, and gaming media outlets to support game launch, including IGN, boardgamegeek.com, and more
- Review copies sent to online media enthusiast outlets (hobby gaming, comic, and general pop culture) for expanded consumer exposure and to generate buzz
- Heavily promoted at consumer event shows throughout the year, including Gen Con and Origins

### Ordering Information

**Available to ship:** Worldwide- Global English Rights

Item Description	Contents	UPC	ISBN		Preliminary Dimensions
Game	1 Game	 8 14552 02505 9	978-1-61768-798-3		10"x10"x2.5" 2 lbs 25.4x25.4x6.35 cm 0.9 kg
Case	6 games/case	 8 14552 02504 2	N/A		12"x 12"x 17" 14 lbs 30.5cm x 30.5cm x 43.2cm 6.4 kg